



***Referee
Guidelines
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Referee Guide 2009

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Game Management Guidelines 2009

Conduct

1

You are a representative of USA Rugby.

Be professional.

Be open to discussion with players and coaches.

Be supportive of colleagues.

Promote the reputation of the game.

You are accountable for your actions on and off the field.

Do not discuss any issues with assessors during halftime, unless the assessor feels the need to communicate an issue regarding safety.

If you feel the need to communicate with your referee coach, that is acceptable - referee coaches to be aware that their advice should not completely alter the foundation that the referee has set in the first half.

Refrain from discussion with coaches, etc. immediately after the match - a cooling off period is required.

Tackle

Know where the ball is at all times - create a presence at the breakdown.

Approach to the game should be to establish contest for possession. Players are to remain on their feet, and enter the tackle through the gate. Set your standard from the outset, and maintain consistency to enable quick ball availability throughout.

It is important to maintain a high work rate throughout the match.

There is a place for unplayables, but they must not be used as a cop-out for poor refereeing.

If you play a penalty advantage for an infringement at the tackle, it must be on quick ball availability OR a score is probable.



Game Management Guidelines 2009

Scrum

2

Set your standard early at the scrum. Minimize resets. Free kick early engagement immediately.

Safety is paramount - immediate whistle at a collapsed or popped scrum. Differentiate between a popped scrum on the mark and a popped retreating scrum.

Manage one player at a time - a collective reprimand has little or no effect.

If you notice the slightest issue at the scrum, but it has no immediate material affect, ensure to address it at the following scrum.

If you are unsure as to the responsible party creating problems, slow down the engagement procedure - inform players of this action.

Do not allow an early shove, nor early wheel - the scrum should be stationary and square until the feed.

The 15° early wheel should be managed initially, and penalized if it continues.

Keep backlines onside (5m) for the entire duration of the scrum.

Lineout

Always be aware of a quick throw-in - know your law.

Communicate early what is expected at the lineout - start at the front:

- numbers
- non-throwing hooker
- no early jump
- immediate formation - no delay
- no dummy throw - keep the player throwing in, in your vision
- gap
- backlines 10m
- receiver 2m

there is no need to continuously talk to maintain order throughout the game.

Keep the backlines and players in the lineout onside for the duration of the lineout.

Maul

3

Work around both sides of the maul to prevent players joining from the side and collapsing the maul. Please be sure that you are aware of the Law regarding “use it or lose it”.

Restarts

At all restarts, signal with your arm, and communicate verbally to players to remain behind the ball. Be reasonable, and manage these phases.

Signals

Always indicate the primary signal first, followed by the secondary signal.

A. There is only one signal to indicate a scrum.

A



B



B. Only use the signal below, if a team selects a scrum instead of a penalty or free kick, or if they select a scrum when you have offered them an option. The latter is not necessary, but acceptable.

C. There is a new signal for an unplayable - indicate the scrum award first, then indicate a forward movement with the same arm.

C



D



D. Unplayable maul signal - “use it or lose it”.



Work with your ARs as a team

Be supportive

Foul Play Protocol

The AR shall signal for foul play irrespective of whether the AR believes that the referee has seen the offence(s).

Once play has stopped, the AR and referee must then communicate in the following manner:

AR gives number and Team of offending player (or team only if the player cannot be identified. However, it is important for ARs to focus on the offence/offender to ensure you have witnessed the incident in its entirety and that the number of the player can be identified.)

The AR gives an accurate description of offence.

Referee may request a sanction recommendation i.e.

- Severe reprimand
- Formal caution and temporary suspension
- Send off

The AR advises referee of recommendation.

Referee repeats number and team of offending player and confirms the sanction.

Referee takes the required action and delivers the sanction.

This procedure is designed to ensure:

- Correct information and action
- Clarity and speed of communication

Referee and AR must always consult:

- AR may have additional information on an offence which the referee has seen.
- Referee should never overrule AR without consultation.